



GEN AI  
BOOTCAMPS

# DAY 3: BECOMING

What are the possibilities?

# Today

- Testing and Debugging
- Industry relevance
- Alex Jenkins – AI in industry
- Hackathon preparation and planning

# Remember to spend some time in the art space for some wellbeing & creative activities!

Today is:  
Movement and  
Interaction  
& “Becoming”



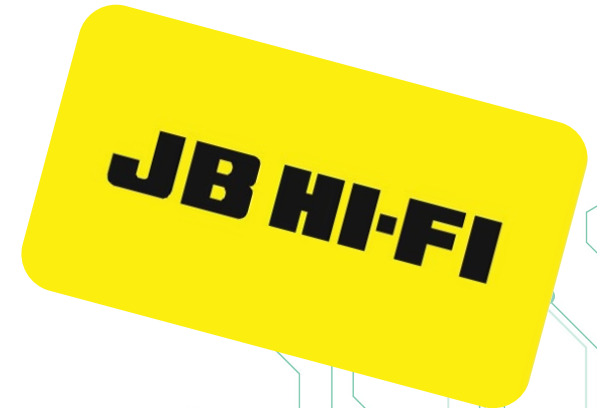


# Feedback

**After lunch**, we will have some time to complete the feedback survey about the **Wellbeing & breakout activities**.

When you finish the survey you will be entered in the draw for a \$20 JB HiFi voucher.

We will draw 3 vouchers in total.



## STAGE 1: PLAN

Problem Statement,  
Definition & Planning

AI Ethics and  
Considerations

Stakeholders &  
Persona Mapping

## STAGE 2: DESIGN

Data Requirements

Pseudocode  
Implementation

## STAGE 3: TEST

Testing, Feedback,  
Improving

# Testing, Feedback, Improving

- When you first design something, you're making your best guess about how it will work.
- Testing helps you see the design through other people's eyes and catch surprises or mistakes you couldn't predict!

## Stage 3: Testing & Debugging



Tests Worksheet & Example



Tests Checkpoint



Designing Tests

These are the Scratch Programs for testing...



Short Story  
Generator



Recipe Generator

# Stage 3: Testing and Improving

## 7. Testing

Test the design:  
Does it do what it is  
meant to?  
Can you break it?

## 8. Next Steps

What can you  
improve?  
What might you add  
if we had more time  
or resources?

**What comes  
next?**





# Run some tests and find the bugs...



# Run some tests and find the bugs...



Step	Input / action	Expected Results	Your input / action	Pass (✓) or fail (✗)?
1.	Start the program by pressing the green flag. 	The screen should show the Dinosaur Chef in the kitchen. 		✓
2.	The Chef starts by asking for your Text Key.	User can input text in the text box.		✓
2.A.	Input a wrong Key	The Chef should say "That key didn't work. Try again" and let you put in another key.	1 x wrong key, 1 x blank key	✓
2.B.	Input your correct Key	The Chef should say "Thanks!"		✓
3	The Chef asks for input in the format "Level, ingredients, time limit"	User can input text in the text box.		✓
3.A.	Enter info in different order: e.g. "Time limit, ingredients, level, more ingredients"	The Chef should be able to understand and still give you a recipe	Time limit, ingredients, level, more ingredients	✓
3.B.	Missing information: only ingredients & time limit	The Chef should say "looks like I'm missing some info." and restarts Step 3.	Only ingredients & time limit	Assistant didn't ask for more information and assumed / hallucinated - ✗ <b>FAIL</b>
3.C.	Unrelated information/question	The Chef says "I'm a recipe generator!" and restarts Step 3.	"I'm not looking for food recipes anymore, I'm looking for which household ingredients I can use to make cleaning products for cheap."	Assistant allowed me to go off topic - ✗ <b>FAIL</b>



# Try designing some tests

Test your assistant you worked on yesterday.

Can someone else run your test?

Swap with each other and test each other's Programs!

# ... then Improving

**What comes  
next?**



**STAGE 1:  
PLAN**

**STAGE 2:  
DESIGN**

**STAGE 3:  
TEST**



# BREAK



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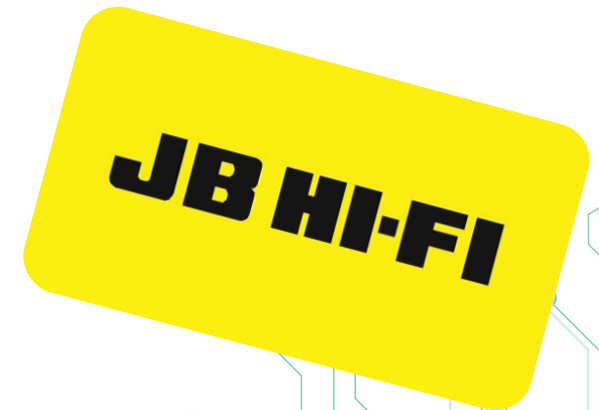


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# Alex Jenkins

## AI in Industry

# LUNCH BREAK



# Remember to spend some time in the art space for some wellbeing & creative activities!

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# Feedback

Now we will have some time to complete the feedback survey.

When you finish the survey you will be entered in the draw for a \$20 JB HiFi voucher.

We will draw the winner shortly...



# Mission

**Create an AI Assistant that helps with a specific problem.**

Create any part of this solution using the skills you have learnt over the past few days.

Include ethics, social considerations & responsible AI applications in your design.

Explain how you're using AI - to help you code/design, as an integral part of the solution, or something else.

We'll give you some ideas later if you want them!

# 4 Prize Categories

## AI-Assisted Design

A team who uses AI most effectively in your design or coding process.

## Social Impact

Team who shows strong ethical thinking and aims to solve a meaningful real-world or community problem.

## Great Presentation or Demo

Team who delivers the most engaging, clear, and confident explanation of your project.

## Ethical Excellence

A team who deeply considers fairness, bias, safety, transparency, and responsible use of AI in your project.

# Prizes



Team prize winners will receive lolly bags to share.

**JB HI-FI**

1 team will win \$20 JB HiFi Voucher (1 per member)



Other prizes might be given out for projects that are prize-worthy but don't quite fit in a category.

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Explain how you're using AI - to help you code/design, as an integral part of the solution, or something else.

Use the resources and processes we've learned about. You can review your worksheets and apply your Design Thinking through your project.



Hackathon Progress Board



Design Process Submissions

## DAY 3: AFTERNOON

We will start with forming our teams and then complete our planning as a team.



Team/Project Description

## DAY 4: MORNING

We will split into our roles to work on our project. Our presentations will be after lunch.



Presentation Plan

Make sure you upload any file(s) you need for your presentation. Put them in a folder called 'Hackathon Presentation' and upload the folder via the Access Panel.

Save any other planning files, or project files, that you made during your Hackathon Project to your student folder.

# NOW

Think about what area you might want to explore.  
Find some people who have similar ideas, form your teams, and  
start planning!

Think about your  
interests, your  
challenges, etc.  
You can choose a  
project from a set  
of examples, or  
choose your own.

If you're  
choosing your  
own idea, you  
can check with a  
mentor to make  
sure that you'll  
have everything  
you need.

## **TODAY**

Choose your teams and decide on your project & roles.

Start planning your solution, sorting through the stakeholders, and thinking about implementation.

## **TOMORROW**

We'll implement & test & practice presentations in the morning.

## **AFTERNOON**

We'll present our solutions just after lunch.

# HACKATHON

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 Hackathon Progress Board

**As we complete our  
hackathon steps, we'll  
show progress on the  
boards. We are aiming  
to finish our planning  
today...**

DAY 3: Afternoon							
Team / Project name	We have completed our <b>Team Description worksheet</b>	Our project plan is agreed & We have completed our <b>Problem Definition worksheet</b>	Our stakeholders are identified	We have considered some AI Ethics areas	We have submitted the <b>Stakeholders &amp; Ethics Worksheet</b>	We have written our plan for our prompt/program flow and how it will work.	We have completed our <b>Implementation &amp; Testing Plan Worksheet</b>
Beth's Cool Team Name	DONE	DONE	IN PROGRESS	IN PROGRESS	TO DO	TO DO	TO DO

# Mission

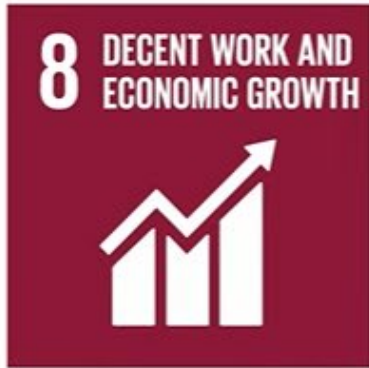
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**Explain how you're using AI - to help you code/design, as an integral part of the solution, or something else.**

Examples...	System prompt & chat	Scratch (no chat)	Python
Text and Language Simplifier (e.g. Text reformatting for easy reading; simplifying complex language)	✓	✓	✓
AI Resume & Cover Letter Generator	✓	x	✓
AI-Powered Mental Health Check-In	✓	x	✓
Fake News Detector	✓	✓	✓
HR Interview Coach	✓	✓	✓
Personalized Study Assistant	✓	✓	✓



# BREAK



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# Plan your project...



Hackathon Progress Board



Design Process Submissions



Team/Project Description

## STAKEHOLDER SORTING

name: \_\_\_\_\_

Sort your stakeholder cards into one of the three columns.

### Important stakeholders



These groups will be directly affected by our design solution and we must consider their input.

### Secondary stakeholders



These groups may be affected by our solution, or may have an interest in it.

### Unlikely stakeholders



These groups will probably not be affected by our solution. We will monitor throughout our project.

## PROBLEM DEFINITION

name: \_\_\_\_\_

What is the problem?



How do we know this is a problem?



How will we know when the problem is solved?



## IMPLEMENTATION PLANNING

name: \_\_\_\_\_

What information do you need to be able to work out your result? What will stay the same, and what will change each time?



What do you need to ask the user? What information will they give you?



What information can you gather from elsewhere? What does your program need to know?



How will the user receive the result?

What do you need to do in your program to give the user a result?





**That's all for today...**

